

# *The* BLOODY FORKS *of the* OHIO





# IT HAS FINALLY COME TO THIS.

## 1754

New France, a century old, is growing. New forts have been established on Lake Erie's southern shore, in lands long claimed by the Crown. Further inland still, French troops and their friendly allies among the Delaware tribe have made France's commitment to the Ohio country plain.

Your old enemy Britain has been nosing around, of course, pushing past the Appalachian mountains into sovereign French territory. They had the nerve to build a fort at the very forks of the Ohio, where the Allegheny meets the Monongahela, and you pushed them out and built a better one on top of it.

Fort Duquesne, you've named it. A formidable piece of work.

And now they are back, making demands and trying to turn the Delaware against you. They want the Forks of the Ohio for themselves, and they are too proud or too stupid to see what they are up against. They are going to be sorely disappointed when you send them back to Virginia *with their John Bull tails between their legs*.



## 1754

New England is booming, and Britain's commercial empire is expanding west, through the Appalachians into the fertile and rich Ohio country. The situation couldn't be plainer - French claims in the region are baseless, and all the natives are friendly to the British. The Seneca are your allies, and they claim the entire region by right of conquest. Through treaty, it will all be British soon enough.

When Major William Trent established a fort at the Forks of the Ohio, he was claimning the region for His Majesty. When a French army arrived to force his surrender and humiliating eviction, it was tantamount to a declaration of war. They built a fort on the ruins of Trent's.

Fort Duquesne, they call it. A formidable piece of work.

So now you're back, with stout Virginia militia to back you up, and you'll do whatever it takes to drive the French out of the Ohio country. Diplomacy among the natives, an agreement of gentlemen, or *force majeure* - it's up to them. Whatever they want, you'll give those simpering frogs *exactly what they ask for*.



This game is a hack of a hack. The content was written by Jason Morningstar, based very heavily on John Harper's Lady Blackbird (<http://www.onesevendesign.com/ladyblackbird/>) which, frankly, does not have enough French dudes in it. Lady Blackbird, in turn, is John's excellent Frankenstein monster combining all his favorite games - a bit of The Shadow of Yesterday ([http://crngames.com/the\\_shadow\\_of\\_yesterday/index](http://crngames.com/the_shadow_of_yesterday/index)), Spirit of the Century (<http://www.evilhat.com/home/sotc/>), Mouse Guard ([http://www.archaiasp.com/mouse\\_guard\\_rpg.php](http://www.archaiasp.com/mouse_guard_rpg.php)) and more.

This document is licensed under a Creative Commons Attribution Non-Commercial Share Alike 3.0 license (<http://creativecommons.org/licenses/by-nc-sa/3.0/us/>). Contact me here: [jason@bullypulpitgames.com](mailto:jason@bullypulpitgames.com). Let me know which side wins.



# RULES SUMMARY



## ROLLING THE DICE

When you try to overcome an obstacle, you roll dice. Start with one die. Add a die if you have a **trait** that can help you. If that trait has any **tags** that apply, add another die for each tag. Finally, add any number of dice from your personal **pool** of dice (your pool starts with 7 dice).

Roll all the dice you've gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the **difficulty level** (usually 3) to pass the obstacle.

### 2 EASY—3 DIFFICULT—4 CHALLENGING—5 EXTREME

If you pass, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back. If you don't pass, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and add **another die to your pool**. The GM will escalate the situation in some way and you might be able to try again.

## CONDITIONS

When events warrant or especially when you fail a roll, the GM may impose a condition on your character: **Injured, Dead, Tired, Angry, Lost, Hunted, or Trapped**. When you take a condition, mark its box and say how it comes about. [Note: The "dead" condition just means "presumed dead" unless you say otherwise.]

## HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

## KEYS

When you hit a Key, you can do one of two things:

- + Take an **experience point** (XP)
- + Add a die to your pool (up to a max of 10)

If you go into danger because of your key, you get 2 XP or 2 pool dice (or 1 XP and 1 pool die). When you have accumulated 5 XP, you earn an **advance**. You can spend an advance on one of the following:

- + Add a new **Trait** (based on something you learned during play or on some past experience that has come to light)
- + Add a **Tag** to an existing trait
- + Add a new **Key** (you can never have the same key twice)
- + Learn a **Secret** (if you have the means to)

You can hold on to advances if you want, and spend them at any time, even in the middle of a battle! Each Key also has a **buyoff**. If the buyoff condition occurs, you have the option of removing the Key and earning two advances.

## REFRESH

You can refresh your pool back to 7 dice by having a **refreshment scene** with another character. You may also remove a condition or regain the use of a Secret, depending on the details of the scene. A refreshment scene is a good time to ask questions (in character) so the other player can show off aspects of his or her PC—"Why did you choose this life?"—"What do you think of Washington?"—"Why did you take this job?" etc. Refreshment scenes can be flashbacks, too.



# FRENCH RESOURCES

## FORT DUQUESNE

The fort commands the critical confluence of the Allegheny and Monongahela rivers, where they merge into the mighty Ohio. Fort Duquesne has been hastily built on the rubble of Fort Prince George, which Major William Trent was forced to burn when he retreated before superior French forces six months ago. The fort is well built, but lies on low, swampy ground and nearby highlands offer a clear avenue for bombardment into the fort itself. It is prone to flooding and will be difficult to defend against a well-equipped enemy. Luckily, there are no well-equipped enemies in this hemisphere.

### STATISTICS

Commander: Captain Claude-Pierre Pecaudy de Contrecoeur

Garrison: 200 men, or with Compagnie de Villiers, 600 men.

Features:

- + Deep ditches backed by a wooden pallisade.
- + 8 foot thick breastworks in a four-sided star pattern.
- + 5 heavy cannon, 4 light cannon, 4 swivel guns.
- + Loop holes for small arms throughout pallisade.
- + Bark cabins for the garrison, kitchen, officer's quarters, two powder magazines, store house.

### CONDITIONS

Need Supplies  
Need Reinforcements  
Need Information  
Damaged  
Destroyed

## COMPAGNIE DE VILLIERS

Louis Coulon De Villiers commands a ready force of seasoned soldiers, many of them born in New France. They are one of the vaunted *Companies Franches de la Marine*, independent companies of infantry raised for duty on the frontier. They wear white uniforms trimmed in blue or practical frontier clothing including Indian leggings. They carry short muskets and swords or tomahawks. On the march they number 400 men.

The men of the Compagnie de Villiers are well trained soldiers accustomed to working on the frontier. They carry the prejudices of the day with them, however, and do not work particularly well with their erstwhile Delaware allies.

### CONDITIONS

Need ammunition  
Need medicine  
Need food  
Slowed  
Crippled



# BRITISH RESOURCES

## FORT NECESSITY

Fort Necessity is a hastily-built wooden pallisade intended to serve as a secure storehouse for rum, ammunition, and flour. It was built to keep the British militia from pilfering these vital supplies, rather than as a serious fortress. The fort lies in a vast meadow near the Cumberland Gap and the Youghiogheny and Monongahela rivers.

It is not an ideal defensive position, to put it mildly.

## STATISTICS

Commander: Colonel George Washington

Garrison: 150 men, who camp in Great Meadows near the fort.

Features:

- + A circular wooden pallisade draped with cow hides.
- + A small supply hut.
- + 2 swivel guns.

Fort Necessity could be greatly improved - trenches could be dug, the forest (less than 100 feet away to the south) could be cleared, etc.

## CONDITIONS

Need Supplies (Starts in this condition)  
Need Reinforcements (Starts in this condition)  
Need Information  
Damaged  
Destroyed

## WASHINGTON'S VIRGINIA MILITIA

The 150 men who joined Washington's Virginia militia are, in his own words "Loose and idle". They are, however, men accustomed to frontier life and spoiling for a fight. They carry a mixed bag of Kentucky long rifles - extremely accurate over great distances - and British "Brown Bess" guns, which are effective at shorter ranges but will blow a rabbit-sized hole in their target. The militia dress as they please. Discipline is not their strong suit.

If the British have a prayer of denting French expansion in the Ohio country, they are going to need Indian allies, and lots of them.

## CONDITIONS

Need Ammunition  
Need Medicine  
Need Food (Starts in this condition)  
Slowed  
Crippled





# RUNNING THE GAME



## LISTEN & ASK QUESTIONS, DON'T PLAN

When you're the GM, don't try to plan what will happen. Instead, ask questions—lots and lots and make them pointed toward the things you're interested in. Like, Trent gives Van Braam an order within earshot of Washington, but Washington's player doesn't register it right away. Van Braam goes to follow the order. So I ask Washington's player, "How do you react when the Major orders Van Braam around? Is that okay with you?" And then, when it's totally not okay, "What do you say to him? What do you say to Jacob?" and a few more like that and everyone is yelling at each other and rolling dice to impose their will. Also ask questions like:

*"Do the Seneca balk when you offer this deal to the French?"*

*"The fire probably spreads out of control doesn't it?"*

*"That sounds like a bold plan. What's the first step?"*

*"Do the two of you end up somewhere quiet together? Does something happen between you?"*

*"Do you know anything about Queen Aliquippa? What are her people like? Is it normal for them to be this deep in Delaware territory?"*

Keep that going at a steady pace and the game flies along pretty well. Part of the job of the GM is listening to what the players say, catching it, turning it around and looking at it, and seeing if there's anything else to be done with it.

## THE GM'S JOBS

- + Listen and reincorporate,
- + Play the NPCs with gusto
- + Create interesting obstacles
- + Impose conditions as events warrant (especially when rolls fail).

## SAYYES, LOOK FOR THE OBSTACLES

By default, characters can accomplish anything covered by their traits. They're competent and effective people, in other words. It's no fun to ask for a roll when there's no cool obstacle in the way. Just say yes to the action, listen, and ask questions as usual. But also, be on the look out for the opportunity to create obstacles as the action develops. Because you're asking leading questions and listening closely, they'll be all over the place, so it won't be too hard to spot them.

Obstacles can be people (British, French, Delaware, Seneca, Settlers, Traders, Deserters, Raiders, Victims, Nobility, Frontier scum), weather and environment (raging rapids, torrential rains), situations (fires, falling, being shot at, chases, escapes) or anything else you can imagine. If a character tries something not covered by their traits, that's an obstacle right there: lack of experience and training. Lots of fun things can go wrong when you don't know what you're doing! So go ahead and call for rolls there. Also, players will sometimes try things they're bad at so they can fail and add dice to their pool. It's a fine move for them and it gives you the chance to create more trouble, so everyone wins.

## LIMITS

Some people feel better when there are hard limits. If you need them, you can use these.

- + Maximum number of tags on one trait: 12
- + Maximum number of keys per character: 5
- + Maximum number of secrets per character: 4

Using limits will naturally give players some harder choices to make, so only use them if you encounter an issue that will be solved with limits or if the players request them.



# OBSTACLES & DIFFICULTIES



## RIVER TRAIL AMBUSH (Always a good place to start!)

*Your enemies proxies know this country better than you do - and they've got you right where they want you.*

**OBSTACLES:** Maintain discipline and prevent panic: 3. Maneuver around the slippery banks: 3. Effectively return fire: 3. Notice the ambush and quietly prepare: 4. Turn the tables: 4. Ambush the ambushers and slaughter them: 5.

**ESCALATION:** Someone gets separated from the group (Lost and/or Trapped conditions). Enemy troops arrive to reinforce the ambush. Pinned (Trapped condition). Deadly fire rains down (Injured or Dead conditions). Forced into the river (See "Crossing the Youghiogheny" for ideas).

## STORMING THE FORT

*It's time to give these curs a taste of their own medicine, and finally strike a lasting blow for King and country.*

**OBSTACLES:** (These should probably be a die easier for French attacking Fort Necessity) Approaching undetected: 3. Beating back skirmishers: 3. Damaging a cannon: 4. Breaching the pallisade: 4. Hand to hand fighting: 4. Destroying the breastworks: 5. Sneaking into the fort: 5.

**ESCALATION:** Indians in hiding! Whithering crossfire, blistering cannon fire (Slowed or Crippled conditions). Impregnable defenses. Unexpected reinforcements. Deadly delay (Need Ammunition condition).

## DELICATE DIPLOMACY

*Persuading an entire tribe to ally with you against your common enemy is no easy task. The penalty for failure might involve being skinned alive.*

**OBSTACLES:** Giving appropriate gifts: 3. Avoiding cultural missteps: 3. Neutralizing a hostile advisor: 4. Impressing a chief: 4. Winning the entire tribe over: 5.

**ESCALATION:** An enemy rides in under flag of truce (Perhaps the Trapped condition comes into effect). An old wound is re-opened. A betrayal is set in motion. A simple mistake arouses bloody passions. Elaborate festivities drag on (Tired condition).

## CROSSING THE YOUGHIOGHENY

*A massive cauldron of boiling rapids, the Youghiogheny stands between you and where you desperately need to be.*

**OBSTACLES:** Locate a crossing: 3. Cross via rope line: 3. Swim the river: 4. Cross safely under fire: 5.

**ESCALATION:** Swept away! (Lost or Injured conditions). A demanding crossing (Tired condition). Pinned against a rock! (Trapped condition).

## TWEAKING THE GAME

There are five characters in each faction; choose a faction and let the other consist of NPCs. If you only have four players, drop Shingas or Half-King, both of whom are roundly awesome but slightly less connected to the other characters. If you want to play the Gonzo version, use the alternate female characters and swap out Shingas and Half-King for Ben Franklin and Thomas-François Dalibard.



# COLONEL GEORGE WASHINGTON

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Charming</b> Charisma, Presence, Command, Youthfulness, Nobles, Servants, [Natives], [Soldiers]</p> <p><b>Military Science</b> Gunnery, Aim, Maintenance, Digging, Observation, Signals, Supplies, Healer, Construction, [Damage Control]</p> <p><b>Athletic</b> Run, Fencing, Rapier, Stamina, Duels, Shooting, [Pistol], [Acrobatics]</p> <p><b>Keen-Eyed</b> Insightful, Aware, Coiled, Liars, Traps, [Danger], [Sense Motives]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of Love (Marie-Amable)</b> You have a deep love for Marie-Amable de Villiers. Hit your key when you are near her, or whenever you make a decision that is influenced by her. Buyoff: Sever the relationship with Marie-Amable.</p> <p><b>Key of the Mission</b> You must dislodge the French from Fort Duquesne by any means necessary. Hit your key when you take action to complete the mission. Buyoff: Give up on your mission.</p> <p><b>Key of Fraternity (Van Braam)</b> Jacob Van Braam has taught you everything you know about being a leader and you deeply admire him. Buyoff: Sever your connection with Van Braam.</p> <p><b>Secret of the Lucky Break</b> Once per session, you can keep your pool dice when you succeed (so go ahead and use 'em all).</p> <p><b>Secret of Rank</b> You are a Colonel of militia, appointed (to your surprise) by Virginia Governor Dinwiddie only a few months ago.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are a 23-year-old Colonel of Militia and wealthy Virginia planter.</p> <p>How will you find the woman you love, dislodge the French, and prevent war?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p>The <b>South Carolina Independent Company of Foot</b>, 100 professional soldiers under <b>Captain James Mackay</b>, en route to the Ohio country. Mackay technically outranks Washington, being an officer in a line company rather than militia.</p> <p>British troops: <b>James Crank</b>, Ensign and Surgeon. <b>Lt. George Mercer</b>. <b>Sgt. John Whiteman</b>. <b>Torrence Swiney</b>, <b>John Rowe</b>, <b>John Kitson</b>, <b>Matthew Howard</b>, and <b>Bibby Brooks</b>.</p>	





# JACOB VAN BRAAM

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Mercenary</b> Battle-Hardened, Brawl, Casual Killing, Shooting, Pistol, Long Gun, Tactics, Broadsword, [Fencing]</p> <p><b>Protect</b> Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay, [Healer]</p> <p><b>Frontiersman</b> Curious, Aware, Nimble, Hardy, Indian Lore, Languages, Birds and Beasts, Shooting, Hunting, [Indian Tactics], [Tracking]</p> <p><b>Bold</b> Brave, Daring, Heroic, Rescue, Falling, Fire, Reckless, Explosions, Amputation, [Suicidal]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of the Guardian</b> You are Colonel Washington's martial instructor and loyal defender. Hit your key when you make a decision influenced by him or protect Washington from harm. Buyoff: Sever your relationship with Washington.</p> <p><b>Key of the Competitor (Trent)</b> You hate Major Trent. Hit your key when you outperform him or outfox him in any arena. Buyoff - Decline to compete against him.</p> <p><b>Key of the Warrior</b> You crave the crash and roar of battle, the tougher the better. Hit your key when you do battle with worthy or superior foes. Buyoff: Pass up an opportunity for a good fight.</p> <p><b>Secret of the Explorer</b> You've been all over the frontier, seen a lot of strange things. Once per session, you can re-roll a failure when you're dealing with local customs or strange places.</p> <p><b>Secret of the Bodyguard</b> Once per session, you can re-roll a failure when protecting someone.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are a 41-year-old Dutch mercenary and all-around badass.</p> <p>You taught Washington everything he knows. Will it be enough?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Charles Michel de Leglade</b>, fur trader and Ottawa <i>Odawa</i> half-breed, raiding British settlements with a mixed band of <b>Chippewa</b> <i>Ojibwe</i>, <b>Ottawa</b> and <b>Potawatomi</b> warriors.</p> <p><b>Jacob Hiffley</b> and <b>Ignatius Jones</b>, British deserters.</p> <p>Delware men: <b>Lifts His Hands</b> <i>Aspinachken</i>. <b>Big Boy</b> <i>Pilapeu</i>. Delaware women: <b>Coquettish Girl</b> <i>Paalochqueu</i>. Little Girl <i>Quetit</i>. <b>Raspberry Girl</b> <i>Mehowimi</i>.</p>	



# MAJOR WILLIAM TRENT

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Officer</b> Soldiers, Form a square, On my signal, Tactics, Fortifications, Connections, Maps, [Loyalty], [Sacrifice], [Duty and Honor]</p> <p><b>Charm</b> Charisma, Presence, Command, Impress, Nobles, Servants, [Natives], [Soldiers]</p> <p><b>Sly</b> Crafty, Sneaky, Distractions, Bluff, Languages, Trade Speak, [Sharp], [Disguise]</p> <p><b>Gentleman</b> Etiquette, Persuasion, Dueling, Drinking, Friendly Wager, Fisticuffs, Noblesse Oblige, [Towering Rage], [Gravitas]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of the Competitor (Washington)</b> You hate the upstart Washington. Hit your key when you outperform or outfox him in any arena. Buyoff - Decline to compete against him.</p> <p><b>Key of John Bull</b> You are British. Rule Britannia! Hit your key when you cut to the heart of the matter, speak plainly, keep your uniform clean, or further His Majesties goals on the frontier.</p> <p><b>Key of Intolerance</b> You have a deep-seated intolerance for those that are different from yourself. Hit your key when you demonstrate your disdain, or when your intolerance causes problems.</p> <p><b>Secret of Leadership</b> Once per session, you can give someone else a chance to re-roll a failed roll, by giving them orders, advice, or setting a good example.</p> <p><b>Secret of Rank</b> You are a Major of militia serving the British crown on the western frontier. You are inarguably the most experienced British officer west of the Appalachians.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are the 39-year-old disgraced militia officer who surrendered the forks of the Ohio to France.</p> <p>Can you work with this parade of fools to regain your good name?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Captain Claude-Pierre Contrecoeur</b>, garrison commander of Fort Duquesne. You know him ... very well indeed.</p> <p><b>Edward Ward</b>, your aide-de-camp.</p> <p>British troops: <b>James Crank</b>, Ensign and Surgeon. <b>Lt. George Mercer</b>. <b>Sgt. John Whiteman</b>. <b>Torrence Swiney</b>, <b>John Rowe</b>, <b>John Kitson</b>, <b>Matthew Howard</b>, and <b>Bibby Brooks</b>.</p>	





# “FRENCH MARGARET” MONTOUR

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Seneca</b> Daring, Clever, Proud, This land is ours by conquest, Intimidating, Shagodyoweg (False Face) protects me from harm, [Ruthless], [Heroic]</p> <p><b>Woodswoman</b> Tough, Run, Scrounge, Endure, Languages, Lay of the Land, Barter, [Trader]</p> <p><b>Keen</b> Insightful, Aware, Coiled, Liars, Traps, [Danger], [Sense Motives]</p> <p><b>Tricky</b> Quick, Dirty Fighting, Find Weakness, Tumbler, Escape, Contortionist, [Bow], [Acrobatics], [Dagger]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of the Half-Breed</b> You are half Seneca and half French. Hit your key when your mixed Indian and European heritage causes you trouble or is important in a scene. Buyoff: Disavow one side of your ancestry or the other.</p> <p><b>Key of Loyalty</b> You are sworn to Colonel Washington in a bond of affection and commitment. Hit your key when you are influenced by Washington or when you show how deep your bond is. Buyoff: Sever the relationship</p> <p><b>Key of Bloodlust</b> You have a passionate disposition and love a good scrap. As a Seneca leader, you've seen more than your share. Buyoff: Avoid a fight.</p> <p><b>Secret of Being Female on the Frontier</b> Once per session, you can re-roll a failure on any social action.</p> <p><b>Secret of Concealment</b> No matter how thoroughly you're searched, you always have a few key items with you. You can produce any common, simple item at a moment's notice.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are a 25-year-old Seneca translator and guide.</p> <p>Can you reconcile your twin identities? Do you even want to?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Queen Aliquippa</b>, a respected Seneca elder. <b>Kanuksusy</b>, Queen Aliquippa's son and war leader of the Forks Seneca. Seneca men: <b>Tormentor Segoewatha</b>. <b>Kittle Hangs Ganonjonyon</b>. Seneca women: <b>Tobacco Thrown Down Gayantgogwus</b>. <b>She Is A Gluttonous Beast Gâkogo</b>.</p> <p><b>Shawnee braves</b>, sympathetic to the British but fighting, by necessity, for the French. Led by <b>Hawk Necklace Babeshkiakiak</b></p>	



# HALF KING *Tanacharison*

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Seneca</b> Daring, Clever, Proud, This land is ours by conquest, Intimidating, Shagodyoweg (False Face) protects me from harm, [Ruthless], [Heroic]</p> <p><b>War Leader</b> Combat Tested, Brutal, Living Weapon, Fast, Hard, [Strong], [Bone-breaking], [Scary Look]</p> <p><b>Cunning</b> Deception, Misdirection, Lies, Disguise, Codes, [Sneak], [Hide]</p> <p><b>Scout</b> Quiet, Sneak, Hide, Dextrous, Climb, Perceptive, Traps, Darkness, [Maps] , [Distractions]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of Vengeance (French)</b> The French murdered and ate your father before your eyes. Hit your key when you strike a blow against New France – wash your hands in their brains. Buyoff: Forgive the French.</p> <p><b>Key of the Mission</b> You must bring the rebellious Delaware back under the Iroquois heel by any means necessary. Hit your key when you take action to complete the mission. Buyoff: Give up and wish the Delaware well.</p> <p><b>Key of the Paragon</b> As an Iroquois chief, you're a cut above the common man. Hit your key when you demonstrate your superiority or when your noble traits overcome a problem. Buyoff: Disown your Iroquois heritage.</p> <p><b>Secret of Reflexes</b> Once per session, you can re-roll a failure when doing anything involving grace, dexterity, or quick reflexes.</p> <p><b>Secret of Taking a Beating</b> You have innate toughness thanks to years of hard living. You can replace the "Injured" or "Dead" condition with "Angry" if it comes up.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>27-year-old diplomatic voice of the Iroquois Confederacy in the Ohio country.</p> <p>What comes first - peace for the Iroquois ... or personal justice?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Guyasuta</b>, Washington's Seneca guide with strong secret French loyalties and inclinations. Seneca men: <b>Husk False Face</b> <i>Gajisashoo</i>. <b>Ghost Talker</b> <i>Djigâdâ'taha</i>. <b>White Beaver</b> <i>Dait-dagwût</i>. <b>Thunderer Hino</b>. <b>Big Talker</b> <i>Gowonogowa</i>. <b>Pudding Dry</b> <i>Odjiskwâthe</i>. Seneca women: <b>Awl-Breaker</b> <i>Täawônyâs</i>. <b>Keeps-Them-Awake</b> <i>Sagoyêwathâ</i>. <b>Sunshine</b> <i>Odankot</i>.</p> <p><b>Christopher Gist</b>, frontiersman and friend of Daniel Boone.</p>	





# CAPTAIN LOUIS COULON DE VILLIERS

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Officer</b> Soldiers, Form a square, On my signal, Tactics, Fortifications, Connections, Guns, Maps, [Loyalty], [Sacrifice], [Duty and Honor]</p> <p><b>Keen</b> Insightful, Aware, Coiled, Liars, Traps, [Danger], [Sense Motives]</p> <p><b>Frontiersman</b> Curious, Aware, Nimble, Hardy, Indian Lore, Languages, Birds and Beasts, Shooting, Hunting, [Indian Tactics], [Tracking]</p> <p><b>Gentleman</b> Etiquette, Persuasion, Dueling, Drinking, Friendly Wagers, Fisticuffs, Noblesse Oblige, [Seduction],</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of the Mission</b> You must drive the British out of the Ohio country by any means necessary. Hit your key when you take action to complete the mission. Buyoff: Give up on your mission.</p> <p><b>Key of the Commander</b> You are accustomed to giving orders and having them obeyed. Hit your trait when you come up with a plan and give orders to make it happen. Buyoff: Acknowledge someone else as the leader.</p> <p><b>La Clé Français</b> You are French. Nouvelle-France avant tout! Hit your key when you ignore an injury or temptation, demonstrate steely resolve, keep your uniform clean, or further His Majesties goals on the frontier.</p> <p><b>Secret of Rank</b> You are a Captain in His Majesties armed forces.</p> <p><b>Secret of the Explorer</b> You've been all over the frontier, seen a lot of strange things. Once per session, you can re-roll a failure when you're dealing with local customs or strange places.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are a 44-year-old professional soldier from a military family, born and raised in New France.</p> <p>How will you drive the British out and prevent war? And what will you do about your headstrong and promiscuous wife?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p>François Coulon de Villiers' <b>Régiment Ouest</b>, deep frontier badasses just back from establishing a trading fort on the Missouri river in the Louisiana territory. <b>François</b> is your older brother and Jumanville's half brother.</p> <p>French troops: <b>Francois Tourin</b>, Surgeon. <b>Sous-Lt. Jean-Claude LePrevost</b>. <b>Sgt. Louis Mennal</b>. <b>Pierre Sebastien Daunet</b>, <b>Jean Pierre Fay</b>, <b>Jean Baptiste Kerle</b>, <b>Antoine Roux</b>, and <b>Joseph Laviolette</b></p>	

# **MARIE-AMABLE PRUDHOMME DE VILLIERS**

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Cunning</b> Deception, Misdirection, Disguise, Codes, [Sneak], [Hide]</p> <p><b>Charm</b> Charisma, Presence, Command, Delight, Nobles, Servants, [Natives], [Soldiers]</p> <p><b>Lady</b> Etiquette, Dance, Educated, History, Science, Wealth, Connections, Self-Preservation, Courtesy, Sense Motive, Throwing things very hard, [Languages]</p> <p><b>Adventuress</b> Scandal, Excitement, Danger, Disaster, Escape, Lack of Decorum, Wilderness, Wild Indians, Fire, Justice Served, True Love, [Curiosity], [Heart's Desire]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of Love (George Washington)</b> You have a deep love for Colonel George Washington. Hit your key when you are near him, or whenever you make a decision that is influenced by him. Buyoff: Sever the relationship with Washington.</p> <p><b>Key of Conscience</b> You don't like to see anyone suffer, even enemies. Hit your key when you help someone who is in trouble or when you change someone's life for the better. Buyoff: Ignore a request for help.</p> <p><b>Key of Vice</b> You are a closet alcoholic. Hit your key whenever alcohol makes its way into the scene, when you make a decision based on the vice or when alcohol causes you or someone you care about great harm or great success. Buyoff: Sober up, come clean, and renounce alcohol for good.</p> <p><b>Secret of Being Female on the Frontier</b> Once per session, you can re-roll a failure on any social action.</p> <p><b>Secret of Throwing</b> Anything is a dangerous missile in Marie-Amable's hands.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>23-year-old beauty, trapped in a loveless marriage.</p> <p>You are deeply in love with a dashing British officer - what will you sacrifice to be with him?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p>Guyasuta, Washington's Seneca guide with strong secret French loyalties and inclinations.</p> <p>Killbuck <i>Gelellemend</i> and White Eyes, young Delaware braves.</p> <p>Captain Claude-Pierre Contrecoeur, garrison commander of Fort Duquesne.</p>	



# **ENSIGN JOSEPH COULON DE JUMONVILLE**

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Woodsmen</b> Tough, Run, Scrounge, Endure, Languages, Lay of the Land, Barter, [Coureur de Bois]</p> <p><b>Military Science</b> Gunnery, Aim, Maintenance, Digging, Observation, Signals, Supplies, Healer, Construction, [Damage Control], [Healer]</p> <p><b>Athletic</b> Run, Fencing, Rapier, Stamina, Duels, Shooting, [Pistol], [Acrobatics]</p> <p><b>Scout</b> Quiet, Sneak, Hide, Dextrous, Climb, Perceptive, Traps, Darkness, [Maps] , [Distractions]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>The Key of the Broker</b> You like to make deals and trade favors. Hit your key when you bargain, make a new contact, or exchange a favor. Buyoff: Cut yourself off from your network of contacts.</p> <p><b>Key of Renown</b> You will make a name for yourself or die trying. Hit your key whenever you brag or put yourself at risk to do something unnecessary or foolish that will add to your reputation. Buyoff: Give someone else credit.</p> <p><b>The Key of Doom</b> You are doomed to a terrible fate. Hit your key every time you act without regard to your safety, especially when you enter battle against superior enemies. Buyoff: Retreat from an overwhelming battle or fight.</p> <p><b>Secret of Reflexes</b> Once per session, you can re-roll a failure when doing anything involving grace, dexterity, or quick reflexes.</p> <p><b>Secret of Concealment</b> No matter how thoroughly you're searched, you always have a few key items with you. You can produce any common, simple item at a moment's notice.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are a 39-year-old scout and messenger, born and raised in New France.</p> <p>How far will you go to secure your reputation?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Sous-Lieutenant Daniel Hyacinthe Liénard de Beaujeu</b>, La Compagnie Beaujeu, a wildly popular officer who dresses like an Algonquian, right down to the war paint. <b>Michelle-Elisabeth Foucault de Beaujeu</b>, his wife with nine kids</p> <p><b>Shawnee braves</b>, sympathetic to the British but fighting, by necessity, for the French. Led by <b>Hawk Necklace Babeshkiakiak</b></p>	



# SHINGAS THE TERRIBLE

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Seneca</b> Daring, Clever, Proud, This land is ours by conquest, Intimidating, False Face <i>Shagodyoweg</i> protects me from harm, [Ruthless], [Heroic]</p> <p><b>War Leader</b> Combat Tested, Brutal, Living Weapon, Fast, Hard, [Strong], [Bone-breaking], [Scary Look]</p> <p><b>Cunning</b> Deception, Misdirection, Disguise, Codes, [Sneak], [Hide]</p> <p><b>Scout</b> Quiet, Sneak, Hide, Dextrous, Climb, Perceptive, Traps, Darkness, [Maps] , [Distractions]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>The Key of Hidden Longing</b> You adore Marie-Amable de Villiers, but she has no idea. Hit your key when you make a decision based on this secret affection or when you somehow show it indirectly. Buyoff: Give up or make it public.</p> <p><b>The Key of the Savage</b> You pillage, raid, and terrorize the frontier. Hit your key when you impress someone with your savage nature or do something unspeakable to add to your reputation. Buyoff: Abandon your reputation and seek peace.</p> <p><b>Key of the Coward</b> Despite your dreadful reputation, fighting secretly terrifies you. Hit your key when you avoid a potentially dangerous situation, or when you stop a combat using other means besides violence. Buyoff: Leap into combat.</p> <p><b>Secret of the Lucky Break</b> Once per session, you can keep your pool dice when you succeed.</p> <p><b>Secret of the Path of the Lenape</b> Your character's footfalls are silent and leave little trace for others to follow.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are the 31-year-old Delaware war leader.</p> <p>How will you let Marie-Amable know your feelings? How will you hurt the British?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Custaloga</b>, dominant chief among the Delaware, who hates the British very much. <b>Buckongahelas</b>, a powerful Delaware chief. <b>Killbuck</b> <i>Gelellemend</i> and <b>White Eyes</b>, young Delaware braves. Delaware men: <b>Wise Man</b> <i>Leppoewina</i>. <b>Copper Snake</b> <i>Machgeuachgook</i>. <b>He-Looks-Strange</b> <i>Tspinaxu</i>. <b>Black Fox</b> <i>Wulalow</i>. Delaware women: <b>Rich Woman</b> <i>Wilawioch-queu</i>. <b>Red Bird</b> <i>Mehokquiman</i>.</p> <p>Jacob Hiffley and Ignatius Jones, British deserters</p>	





# CAPTAIN PIPE *Hopocan*

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Delaware</b> Courageous, Tough, Escapes, Underdog, Local, Resourceful, We are the Lenni-Lenape – grand-fathers of the Iroquois, Hatred, [a stranger might be the Great Spirit <i>Kittanitower</i>], [Forseen in a Dream]</p> <p><b>Charm</b> Charisma, Presence, Command, Astonish, Nobles, Natives, [Servants], [Soldiers]</p> <p><b>Protect</b> Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay, [Healer]</p> <p><b>Tricky</b> Quick, Dirty Fighting, Find Weakness, Tumbler, Escape, Contortionist, [Sleight of Hand], [Acrobatics], [Dagger]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of the Mission</b> You must drive the Long Knives (the British and the French) out of the Ohio country by any means necessary. Hit your key when you take action to complete the mission. Buyoff: Give up on your mission.</p> <p><b>Key of the Manipulator</b> You work behind the scenes, manipulating others in order to be a shadow leader. Hit your key whenever you exert your will over the French or their allied Indians, even over minor matters - especially over minor matters. Buyoff: Accept the mantle of power yourself.</p> <p><b>Key of the Guardian</b> You are Joseph Coulon de Jumonville's friend and loyal defender. Hit your key when you make a decision influenced by him or protect Jumonville from harm. Buyoff: Sever your relationship with Jumonville.</p> <p><b>Secret of the Bodyguard</b> Once per session, you can re-roll a failure when protecting someone.</p> <p><b>Secret of Leadership</b> Once per session, you can give someone else a chance to re-roll a failed roll, by giving them orders, advice, or setting a good example.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are the 27-year-old nephew of Chief Custaloga, ruler of all the Delaware.</p> <p>How will you balance the goals of the Delaware with your friendship?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Queen Aliquippa</b>, a respected Seneca elder. <b>Kanuksusy</b>, Queen Aliquippa's son and war leader of the Forks Seneca.</p> <p><b>Buckongahelas</b>, a powerful Delaware chief. <b>Killbuck</b> <i>Gelellemend</i> and <b>White Eyes</b>, young Delaware braves. Delaware men: <b>Wise Man</b> <i>Leppoewina</i>. <b>Copper Snake</b> <i>Machgeuachgook</i>. <b>He-Looks-Strange</b> <i>Tspinaxu</i>. <b>Black Fox</b> <i>Wulalowe</i>. Delaware women: <b>Rich Woman</b> <i>Wilawitch-queu</i>. <b>Red Bird</b> <i>Mehokquiman</i>.</p>	



# BENJAMIN FRANKLIN

TRAITS	KEYS & SECRETS	CONDITIONS
<p><b>Scientist</b> Investigate, Reveal, Geometry, Employ Device, Analyze, Explosion, Impressive Display, Natural Science, Distraction, [Thrilling Discovery]</p> <p><b>Polymath</b> Obscure Fact, Hidden Knowledge, Healer, Maps, Construction, Flash of Insight, Practical Solution, [Handy Almanac], [Freinds]</p> <p><b>Charm</b> Charisma, Presence, Command, Astonish, Nobles, Scientists, Servants, [Natives], [Soldiers]</p> <p><b>New Englander</b> Curious, Aware, Nimble, Hardy, Indian Lore, Languages, Birds and Beasts, Shooting, Hunting</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>The Key of the Revolutionary</b> You are dedicated to establishing a new world order and throwing off the yoke of tyranny. Hit your key when you speak or act against your British masters! Buyoff: Stand mute before injustice or accept favors from Britain.</p> <p><b>Key of Renown</b> You will make a name for yourself or die trying. Hit your key whenever you brag or put yourself at risk to do something unnecessary or foolish that will add to your reputation. Buyoff: Give someone else credit.</p> <p><b>The Key of the Rake</b> You like the ladies. Hit your key whenever you make a pass, make a proposition, or get busy. Buyoff: Behave honorably toward a woman.</p> <p><b>Secret of the Lightning Gun</b> You have a lightning gun, powered by a pair of massive Leyden jars and projecting resinous electrical fluid.</p> <p><b>Secret of the Polymath</b> Once per session, you can give someone else a chance to re-roll a failed roll, by giving them knowledge, advice, or folksy wisdom.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are a 48-year-old scientist, inventor, and political activist, born and raised in New England.</p> <p>Is the threat from France greater than the threat from your own British masters? Your invention will turn the tide - which side are you on?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p>The <b>South Carolina Independent Company of Foot</b>, 100 professional soldiers under <b>Captain James Mackay</b>, en route to the Ohio country. Mackay technically outranks Washington, being an officer in a line company rather than militia.</p> <p><b>Edward Ward</b>, Trent's aide-de-camp and a former pupil.</p>	





# THOMAS-FRANÇOIS DALIBARD

## TRAITS

### Scientist

Investigate, Reveal, Maths, Employ Device, Analyze, Explosion, Impressive Display, Natural Science, Distraction, [Thrilling Discovery]

### Polymath

Obscure Fact, Hidden Knowledge, Healer, Maps, Construction, Flash of Insight, Practical Solution, [Strange Notions], [Elegant Thinking]

### Cunning

Deception, Misdirection, Trap, Disguise, Codes, [Sneak], [Hide]

### Gentleman

Etiquette, Persuasion, Dueling, Drinking, Friendly Wagers, Fisticuffs, Noblesse Oblige, [Gravitas], [Education]

Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.

## KEYS & SECRETS

### The Key of Hidden Longing

You adore Marie-Amable de Villiers, but she has no idea. Hit your key when you make a decision based on this secret affection or when you somehow show it indirectly. Buyoff: Give up or make it public.

### The Key of the Patriot

You are a loyal servant of the crown. Hit your key when you do something to benefit the empire. Buyoff: Act against the interests of France.

### Key of Intolerance

You have a deep-seated intolerance for those that are different from yourself. Hit your key when you demonstrate your disdain, or when your intolerance causes problems.

### Secret of the Lucky Break

Once per session, you can keep your pool dice when you succeed.

### Secret of Electrical Ice

You have discovered how to crystallize resinous electrical fluid, and how to use the dangerous and unstable paste as a weapon.

## CONDITIONS

Injured

Tired

Angry

Lost

Hunted

Trapped

Dead

## YOUR BACKGROUND

You are a 55-year-old French polymath, scientist and inventor.

How will you contain your passion for Marie-Amable? How will you serve France and prove the value of your recent invention?

## PEOPLE YOU KNOW

**Sous-Lieutenant Daniel Hyacinthe Liénard de Beaujeu**, La Compagnie Beaujeu, a wildly popular officer who dresses like an Algonquian, right down to the war paint. **Michelle-Elisabeth Foucault de Beaujeu**, his wife with nine kids

François Coulon de Villiers' **Régiment Ouest**, deep frontier badasses just back from establishing a trading fort on the Missouri river in the Louisiana territory. **François** is the older brother of Louis and Jumanville's half brother.

# **MARIE-AMABLE PRUDHOMME DE VILLIERS**

GONZO TRAITS	GONZO KEYS & SECRETS	CONDITIONS
<p><b>Delaware Magic</b> Witchy woman, Sorceress, The Great Spirit <i>Kit-tanitowet</i> works through me, I foresaw this, Storm, [Fly], [Destroy]</p> <p><b>Charm</b> Charisma, Presence, Command, Delight, Nobles, Servants, [Natives], [Soldiers]</p> <p><b>Lady</b> Etiquette, Dance, Educated, History, Science, Wealth, Connections, Self-Preservation, Courtesy, Sense Motive, Throwing things very hard, [Languages]</p> <p><b>Adventuress</b> Scandal, Excitement, Danger, Disaster, Escape, Lack of Decorum, Wilderness, Wild Indians, Fire, Justice Served, True Love, [Curiosity], [Mojo]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of Love (George Washington)</b> You have a deep love for Colonel George Washington. Hit your key when you are near him, or whenever you make a decision that is influenced by him. Buyoff: Sever the relationship with Washington.</p> <p><b>Key of Conscience</b> You don't like to see anyone suffer, even enemies. Hit your key when you help someone who is in trouble or when you change someone's life for the better. Buyoff: Ignore a request for help.</p> <p><b>Key of Vice</b> You are a closet alcoholic. Hit your key whenever alcohol makes its way into the scene, when you make a decision based on the vice or when alcohol causes you or someone you care about great harm or great success. Buyoff: Sober up, come clean, and renounce alcohol for good.</p> <p><b>Secret of Being Female on the Frontier</b> Once per session, you can re-roll a failure on any social action.</p> <p><b>Secret of Sorcery</b> Marie-Amable has been an excellent student of secret Delaware magics and dark arts.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>23-year-old secret sorceress, trapped in a loveless marriage.</p> <p>You are deeply in love with a dashing British officer - what will you sacrifice to be with him?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Guyasuta</b>, Washington's Seneca guide with strong secret French loyalties and inclinations.</p> <p><b>Killbuck Gelellemend</b> and <b>White Eyes</b>, young Delaware braves.</p> <p><b>Captain Claude-Pierre Contrecoeur</b>, garrison commander of Fort Duquesne.</p> <p><b>"French Margaret" Montour</b>, Seneca Sorceress.</p>	



# “FRENCH MARGARET” MONTOUR

GONZO TRAITS	GONZO KEYS & SECRETS	CONDITIONS
<p><b>Seneca</b> Daring, Clever, Proud, This land is ours by conquest, Intimidating, False Face <i>Shagodyoweg</i> protects me from harm, [Ruthless], [Heroic]</p> <p><b>Woodswoman</b> Tough, Run, Scrounge, Endure, Languages, Lay of the Land, Barter, [Trader]</p> <p><b>Seneca Magic</b> I become False Face <i>Shagodyoweg</i>, Terrifying, Sorceress, Lightning, The Skies Groan, [Fly], [Destroy]</p> <p><b>Tricky</b> Quick, Dirty Fighting, Find Weakness, Tumbler, Escape, Contortionist, [Bow], [Acrobatics], [Dagger]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary, under Keys.</p>	<p><b>Key of the Half-Breed</b> You are half Seneca and half French. Hit your key when your mixed Indian and European heritage causes you trouble or is important in a scene. Buyoff: Disavow one side of your ancestry or the other.</p> <p><b>Key of Loyalty</b> You are sworn to Colonel Washington in a bond of affection and commitment. Hit your key when you are influenced by Washington or when you show how deep your bond is. Buyoff: Sever the relationship</p> <p><b>Key of Bloodlust</b> You have a passionate disposition and love a good scrap. As a Seneca leader, you've seen more than your share. Buyoff: Avoid a fight.</p> <p><b>Secret of Sorcery</b> French Margaret was raised to be a sorceress among her people.</p> <p><b>Secret of Concealment</b> No matter how thoroughly you're searched, you always have a few key items with you. You can produce any common, simple item at a moment's notice.</p>	<p><b>Injured</b></p> <p><b>Tired</b></p> <p><b>Angry</b></p> <p><b>Lost</b></p> <p><b>Hunted</b></p> <p><b>Trapped</b></p> <p><b>Dead</b></p>
<p><b>YOUR BACKGROUND</b></p> <p>You are a 25-year-old Seneca translator, guide, and magic woman.</p> <p>Can you reconcile your twin identities? Do you even want to?</p>	<p><b>PEOPLE YOU KNOW</b></p> <p><b>Queen Aliquippa</b>, a respected Seneca elder. <b>Kanuksusy</b>, Queen Aliquippa's son and war leader of the Forks Seneca. Seneca men: <b>Tormentor Segoewatha</b>. <b>Kittle Hangs Ganonjonyon</b>. Seneca women: <b>Tobacco Thrown Down Gayantgogwus</b>. <b>She Is A Gluttonous Beast Gâkogo</b>.</p> <p><b>Marie-Amable Prudhomme de Villiers</b>, French sorceress taught by the Delaware witches.</p> <p>British deserters: <b>Jacob Hiffley</b> and <b>Ignatius Jones</b>, British deserters</p>	



# THANKS!

I hope you enjoyed Bloody Forks of the Ohio. I certainly enjoyed bringing it to you and if you have comments—particularly if you play it—I would like to talk to you. I can be reached at [jason@bullypulpitgames.com](mailto:jason@bullypulpitgames.com) or @jmstar on Twitter.

Be sure to check out the game this was based on, John Harper's spectacularly excellent Lady Blackbird.

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